PILOT'S GUIDE PDF (Version 1.17)

Welcome to the Vyzex PocketPOD Pilot's Guide. Please remember to check back at the Line 6 website (www.line6.com) for updates to the program and to this document.

What are the minimum requirements for the program?

PC Windows XP and Vista.

NOTE: Windows 2000 does not include a class compliant MIDI driver, so the Windows 2000 operating system is therefore ***not*** compatible with Pocket POD.

P4 equivalent Processor and up, 32-bit color graphics and 1024x800 or larger display.

NOTE: If your PC's main display resolution is near the minimum requirement, you may need to set your task bar to auto-hide in order to avoid clipping of the editor GUI by the Windows Operating System.

MAC OSX 10.4 and OSX 10.5, Power PC G4, G5 and all Intel Processors. 1024x800 or larger display.

How do I install and configure the program?

First you should run the installer program, then you should connect your Pocket POD to your computer with the supplied USB cable, supply power to Pocket POD with either batteries or a standard Line 6 POD power supply, and plug a guitar cable into Pocket POD's input. This last step is important even if you don't have a guitar connected on the other end, since the guitar jack on Pocket POD acts as an on/off switch.

The following USB ports are known to cause Pocket POD to spontaneously reset its drivers and reboot itself when accessed by connected MIDI software:

- All USB hubs including ***many USB ports built into laptop PCs***,
- **Mac Tower**: The front USB port
- **Macbook**: The back (left) USB port
- **Macbook Pro**: The right USB ports

PLEASE ENSURE YOUR POCKET POD IS CONNECTED THROUGH A RELIABLE USB PORT BEFORE PROCEEDING!

Everything checked on the list above? Great! Now you should quit any MIDI port using music software you have running before you launch the program for the first time – This will avoid any possible conflicts between Vyzex and your other MIDI software on the program's maiden voyage.

Auto-sensing, auto-sensing, 1, 2, 3…

By default, Vyzex PocketPOD will open every MIDI In and MIDI Out port on your computer and conduct a thorough search for your PocketPOD: When PocketPOD has been found, Vyzex will set the MIDI IN and MIDI OUT ports it needs in order to communicate with PocketPOD automatically.

By default, Vyzex PocketPOD will automatically GET (upload) your PocketPOD's user bank and current editing buffer every time you launch the program:

This step ensures that the editor has a copy of every channel bank memory aboard your PocketPOD loaded up for editing at the start of each session.

Once the transfer is complete you will be able to click on the 'BANK' mode button and see the entire channel bank from your PocketPOD within the editor's Graphical User Interface (GUI):

At this moment, the editor and your PocketPOD are completely ***synchronized***. This means both the software and the hardware have identical data loaded and any edits you make in the editor will be automatically transmitted to your PocketPOD, including any changes to the Channel Bank ordering.

Backing Up Your Tone Data

To back up your tone data to hard disk, choose '**FILE->Save Set**' from the application's menu. You're now backed up, provided you don't save any changes to this file. If you're worried about that happening, you can also choose the '**FILE->Save Set As...**' menu command to change the file name you are working with before you move on.

What if I got an error message saying the editor couldn't find my PocketPOD?

If the editor software is unable to find your PocketPOD and synchronize itself, you have a connection problem – Assuming you've followed the MIDI connection diagram on page 1, this issue is likely Windows driver related. Please check out the **Vyzex PocketPOD Troubleshooting PDF** file, available for instant access from the program's **Manuals** menu.

Ok, I backed up my set file for safety. So how do I edit a PocketPOD Channel?

Simply twist the knobs and click on the pop-up controls in the Vyzex editor GUI and you'll hear the changes instantly reflected in PocketPOD: These changes will be temporary unless you then press the STORE button in the editor GUI.

Here's a quick tour through some editing with Vyzex PocketPOD:

TONE EDIT

Press the TONE button to put the editor GUI into Tone Edit mode.

Edit the parameters by twisting knobs and clicking on text controls in the editor GUI (See NOTE below).

When you get a sound you want to keep, press the STORE button to overwrite the original tone at the bank location indicated right next to the channel NAME in the editor GUI.

In normal operating mode, the editor will also update the matching channel memory aboard your PocketPOD whenever you press the STORE button in the editor GUI.

Now let's click on the **EDITOR MODE BANK** button to switch from TONE edit mode to BANK edit mode.

The knobs operate as rotary-drag controls: You can change them to operate as linear drag controls in the **Options->Preferences** dialog. A full explanation of the program preferences and an overview of how all the control types operate (including keyboard short-cuts and alternate click modes) can be found in the ***Preferences Guide PDF***, available from the application's **Manuals** menu.

BANK EDIT

With the BANK Edit mode activated, you can see every user channel in the CHANNEL BANK.

If you click on any entry in the CHANNEL BANK area you'll see that it is automatically loaded for tone editing. You'll also hear that the new tone is also being auditioned on your PocketPOD.

You can drag and drop entries within the channel bank to swap them around.

You can also copy single or multiple consecutive channel entries to the clipboard and then paste them into a different location, provided the destination is the same size as the source.

Drag and drop operations in the CHANNEL BANK editor work as follows:

- If you drag any preset in the bank to another location, the source and destination presets will trade places. This is a **Swap** Operation.
- If you hold down the CTRL (Option on Mac) key while dragging and dropping, the source will be copied over the destination. This is a **Copy** Operation.
- If you hold down the SHIFT key while dragging and dropping, the source will be moved into the destination's location and the bank entries between the two will be shifted back 1 place in order to fill the hole left behind by the source. This is an **Insert** operation.

Every change you make to the channel bank through the editor GUI will be automatically transmitted to your PocketPOD, so remember to restore your original saved user set to your PocketPOD when you are done playing with the editor.

RENAME A TONE

Simply click on the current tone's name to change it…

THE 'STORE IN' BUTTON

The tone is renamed, and we decide we'd like to store the change – but not within the 1A slot within the editor's channel bank: We want the '5 Types of Glue' tone to be located at Channel Bank Memory 6C instead.

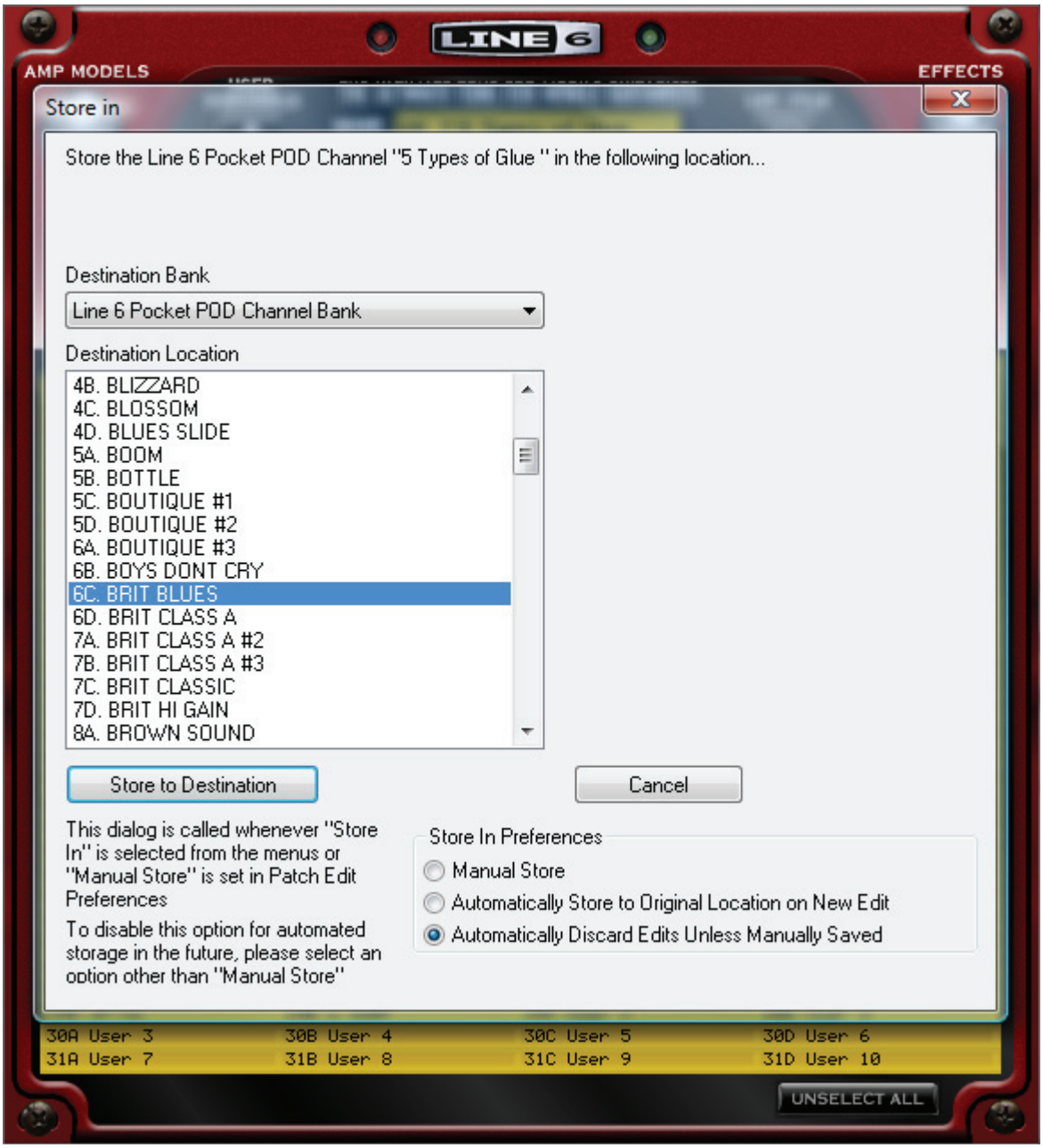
Rather than click the STORE button, click on the **STORE IN** button, instead.

THE 'STORE IN' DIALOG

The 'STORE IN' dialog allows you to choose any location in the channel bank as a destination.

Let's choose 6C as the destination.

We then click on the 'Store to Destination' button.



STEP 6:

If you now look in the CHANNEL BANK area of the editor, you'll see that channel memory 6C contains the tone we named '5 Types of Glue'.

At this point, the channel memory 6C on your PocketPOD will also now contain the '5 Types of Glue' tone.

You'll note that the original '5 SHADES OF BLUE' tone in the 1A channel memory has not been changed.

In the upper part of the GUI, you'll see that '6C' is now displayed as the Channel Bank location of the '5 Types of Glue' tone that is currently loaded for editing: If you were to press the STORE button now, the tone would be stored in the 6C destination.

Nice demo. Now, let's restore my original data to my PocketPOD – I'm jamming tonight!

If you have followed along and experimented with the **STORE** button or performed any kind of bank reorganizing operations, you should be aware that every change you just made in the editor has also been automatically applied to the memory locations aboard your PocketPOD.

To restore the onboard memory of your PocketPOD to its original state, follow these steps:

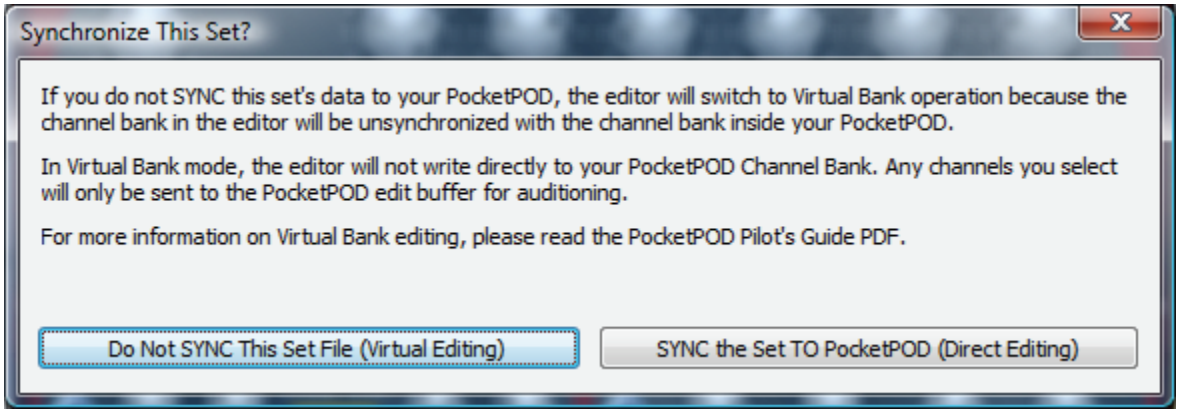
1. Select File->Open from the program menu and select the *.SQS (set) file that you originally saved.
2. If a dialog asks 'Do you want to save the changes?' click on the 'No' button.
3. When the 'Synchronize This Set?' dialog opens, click on the 'SYNC the Set TO PocketPOD' button.

This procedure will load your saved Set file into the editor and synchronize its contents to your PocketPOD.

Having the editor automatically overwrite my PocketPOD bank whenever I open a set file makes me nervous – I keep my gig tones stored aboard the unit! Isn't there a safer way to work?

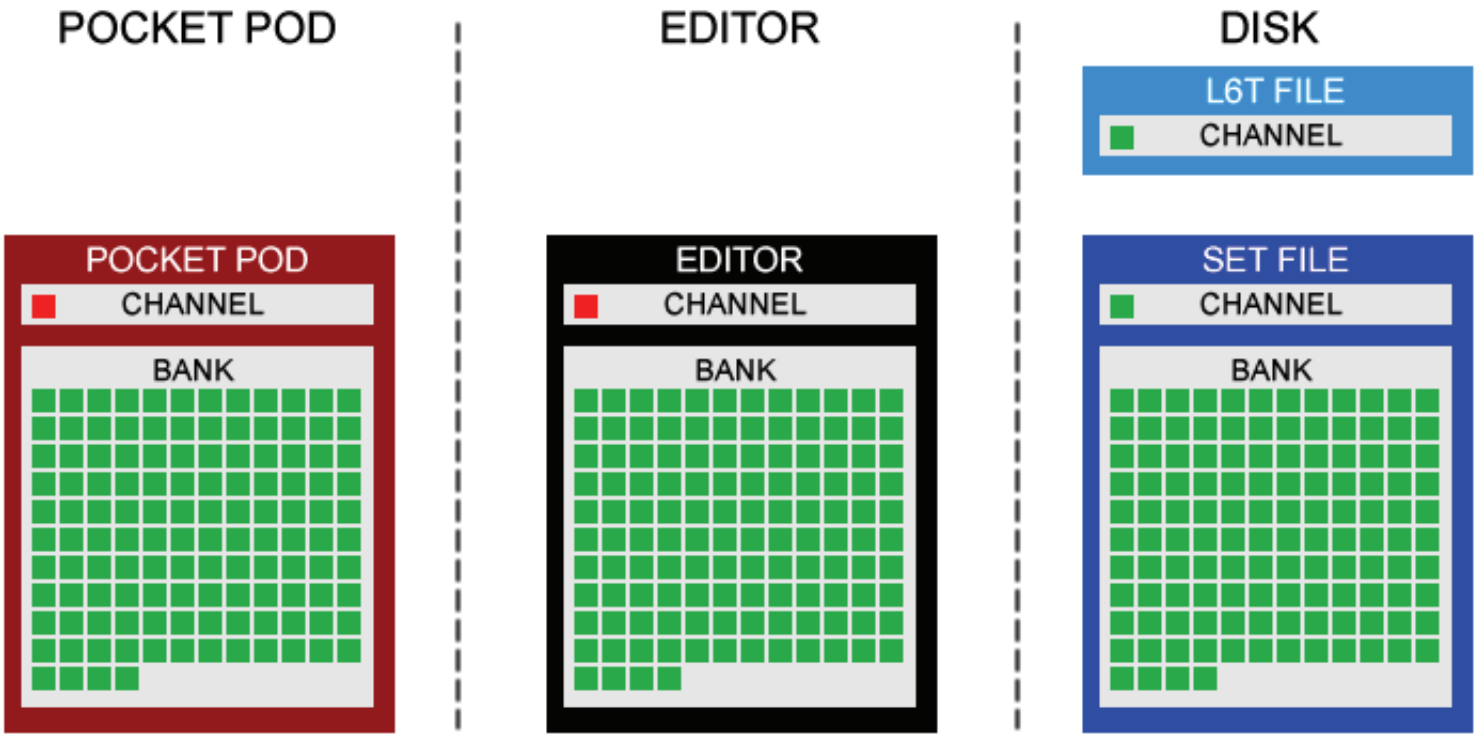
Absolutely: There are times when you ***don't*** want to synchronize an opened set file into your PocketPOD, such as when you only wish to browse the set file for interesting tones. In cases like these, it makes more sense for the editor to transfer each tone you select into the temporary edit buffer aboard your PocketPOD, avoiding the PocketPOD Channel Bank altogether. The result is your PocketPOD 'plays' whatever tones you select while its onboard Channel Bank remains unchanged by the editor.

To enter this alternate operational mode, open a set file from disk and click the 'Do Not SYNC This Set File' button when you the 'Synchronize This Set?' dialog opens:



This 'safer' way of working is called ***Virtual Bank*** Editing: Instead of the editor's Channel Bank operating as a fully synchronized copy of the actual Channel Bank on your PocketPOD, the editor Channel Bank operates as a 'virtual' bank without actually touching the Channel Bank in the PocketPOD.

To explain the difference between **Direct** and **Virtual** Bank editing, here is a graphical representation of the three levels that interact when you are using the Vyzex PocketPOD editor:



Check out the red box entitled **POCKETPOD** on the left: See the 124 green squares inside the red box? These represent the 124 channel tones that live in the CHANNEL BANK onboard your PocketPOD. Now look at the black box entitled **EDITOR** in the middle of this illustration: Another set of 124 green squares, right? These represent the 124 tones you are changing whenever you edit within the bank editor.

In the preceding illustration it should be clear that the tones in both channel banks usually ***start out*** as copies of each other (such as immediately after you've uploaded a SET to the editor from PocketPOD, or immediately after you've downloaded a SET from the editor to PocketPOD). When the editor operates in **Direct Bank** mode, the software automatically transfers any changes you make in the editor's channel bank ***directly*** to the channel bank in your PocketPOD. This is the normal operating mode of the editor which is both easy to understand and simple to use.

On the other hand, whenever you open a set file from disk into the editor and do ***not*** to synchronize its data to your PocketPOD, you are telling the software that the Channel Bank in your PocketPOD should not be overwritten to match the Channel Bank in the editor. The editor software follows this rule by shifting to **Virtual Bank** mode.

In Virtual Bank mode, the software simulates direct bank editing without actually involving the Channel Bank on the PocketPOD. Whenever you select a new preset in the editor's channel bank, this is what happens:

1. The editor sends a program change to your PocketPOD to update the bank number display on the front panel,

2. The editor updates the PocketPOD editing buffer with the selected tone data from the editor.

As a result, you may be fooled into thinking the editor's bank is ***actually*** the bank onboard PocketPOD, but it's only a convincing simulation on the editor's part, which is why we call this technique ***virtual*** bank editing.

In Virtual Bank mode you can navigate through the Channel Bank in the editor and perform all kinds of reorganization within the bank entries while dragging new tones in and out of the Collection (more on the Collection shortly) and your PocketPOD will faithfully audition each selected sound as if these tones ***were*** part of the onboard PocketPOD bank – The important thing to remember is, unless you specifically command the editor to transfer its Channel Bank into the one on PocketPOD (with a manual **SET SYNC** operation), the actual bank aboard your PocketPOD is completely protected. This means your all-important gig sounds are safe from erasure unless you really want to replace them.

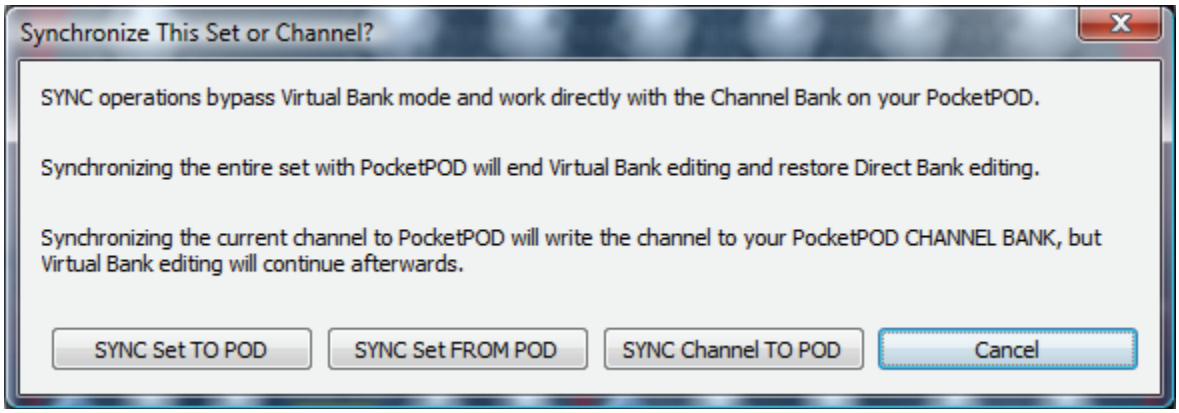
When the Vyzex PocketPOD editor is in Virtual Bank mode, you'll see that an extra button labelled 'SYNC' appears directly below the USER CHANNELS navigation buttons in the editor GUI:

Additionally, a flashing red 'V' indicator (V for Virtual, not Vendetta) also appears between the STORE and STORE IN buttons in Virtual Bank mode. This is your cue that Virtual Bank editing is engaged.

The STORE and STORE IN buttons only write to the editor's Channel Bank when the 'V' indicator is flashing, incidentally. This safeguards the Channel Bank aboard your PocketPOD as part of the Virtual Bank operational rules.

The SYNC button provides a way to command the editor to restore synchronization between your PocketPOD onboard channel bank and the channel bank in the editor. It also provides the option to SYNC the current tone being edited into the PocketPOD Channel Bank from within Virtual Bank mode.

Clicking on the SYNC button launches the following dialog:



This dialog lets you choose from four different operations. From left to right they are:

1. **SYNC Set TO POD**: This transfers the entire set in the editor to PocketPOD, overwriting the Channel Bank onboard the device and resuming direct mode editing.

2. **SYNC Set FROM POD**: This transfers the entire Channel Bank from your PocketPOD into the current set file and resumes direct mode editing.

3. **SYNC Channel to POD**: This writes the currently edited tone in the editor to the displayed bank location in both the editor's Channel Bank and your PocketPOD Channel Bank. Virtual Bank editing will continue.

4. **Cancel**: This (quite obviously) cancels the dialog without any changes. Virtual Bank editing will continue.

When Virtual Bank mode is active, you'll also notice two new buttons appearing in the Bank editor whenever you make a selection: GET SELECTED and SYNC SELECTED.

These two buttons command the editor to either GET the corresponding channel location from your PocketPOD and load it in the editor's Channel Bank or to SYNC the selected entry into the corresponding channel location on PocketPOD. These two buttons are not available outside of Virtual Bank mode since they are unnecessary when the editor's channel bank and the PocketPOD channel bank are automatically synchronized.

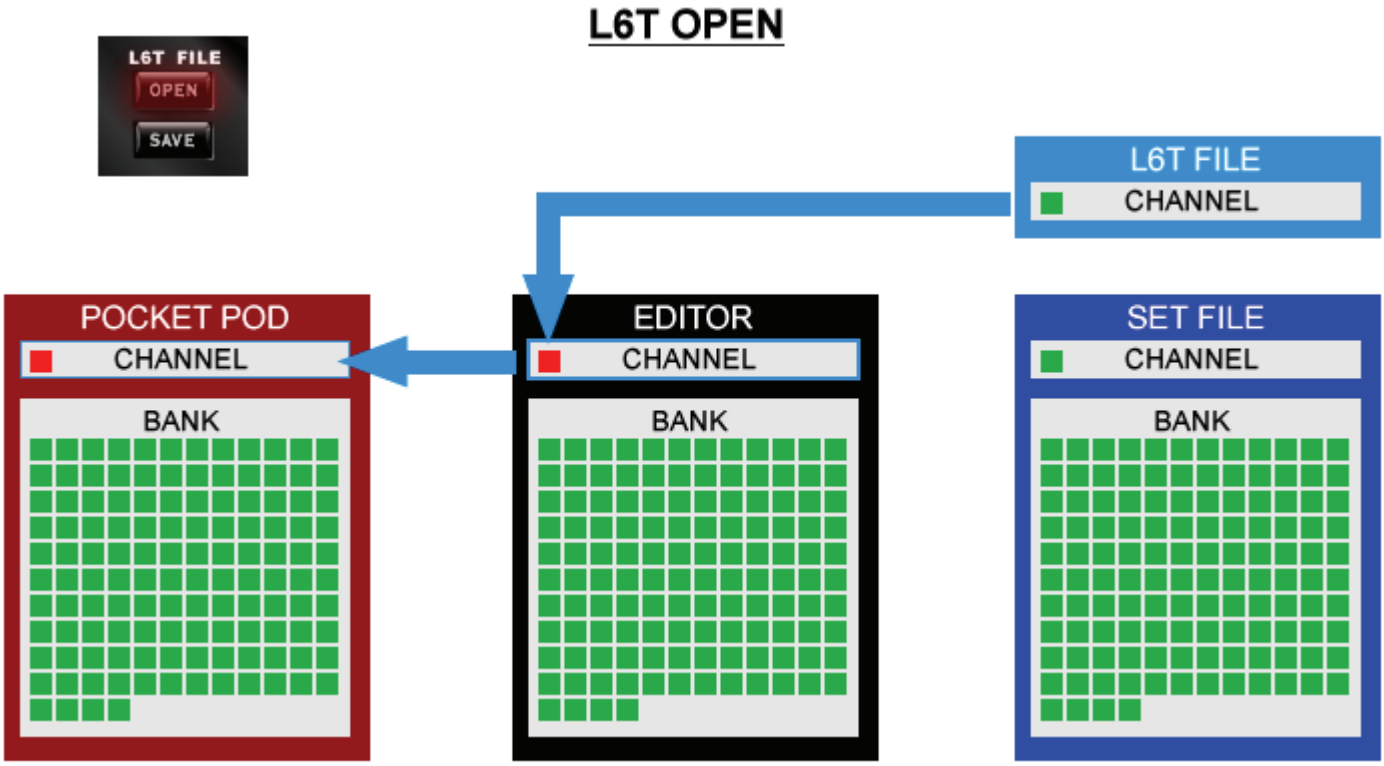
So far you've only talked about Set (SQS) files - What about L6T files from CustomTone.com?

While SQS files are the format used by the Vyzex editor to store the contents of an entire PocketPOD in one place, the program also works with single channel ***Line 6 Tone*** (L6T) files available for download at http://www.customtone.com.

L6T files come in many different varieties: A Vetta II L6T file will not be compatible with PocketPOD hardware, nor will a Pocket POD L6T file be compatible with HD147 hardware for example.

*Only **PocketPOD**, **Floor POD Plus** and **POD 2.0** L6T files can be opened by the Vyzex PocketPOD editor software - All other L6T file types are incompatible!*

As mentioned above, Vyzex Pocket POD ***can*** import **Floor POD Plus** and **POD 2.0** L6T files. You'll have to bear in mind that these devices are close but **not identical** to PocketPOD in structure and that the imported file may not sound 100% like it did on the original device when loaded on your PocketPOD.



When you open an L6T file, the tone is loaded for editing as the current selected tone: You can hear it, but unless you STORE it to a Channel Bank location it will not become a relatively permanent part of the set file.

Can I also drag and drop L6T files to import them?

Yes: You can drag and drop L6T files from any open folder on your computer into the Vyzex PocketPOD editor window:

- If you drop the file over the TONE editing area of the GUI it will be imported into the current CHANNEL editing buffer (as shown in the illustration above),

- If you drop the file over the BANK editing area of the GUI it will be imported into the specific CHANNEL BANK entry you drop into.

- If you drop the file over the ***Collection view*** (explained on the next page), it will be imported into the collection and sorted alphabetically by name.

What about multiple L6T files: Can I import a selection of these in one shot?

Yes: You can batch import any number of L6T files into the Vyzex PocketPOD editor, but you will need to open the editor's ***Collection*** view first...

Opening The Collection View

The Collection View can be opened by checking the Collection View item in the Options menu:

The collection acts as a global listing of your favorite tones that remains available no matter which set file you have currently opened. This property makes the Collection View as equally useful as both a transfer clipboard and a master library of individual set components.

To import any number of L6T files into the collection, simply select the L6T files in an open folder window and then drag and drop the selection into the Collection pane of the editor window. The next time you open the Collection View you will see these tones have been sorted alphabetically into the collection list.

To transfer any bank entry to the Collection, simply drag it from the Bank window into the Collection. Likewise, to transfer a collection entry to the editor, simply drag it back into the editor. If you want to copy the currently edited tone to the Collection, hold down the ALT key and click down the mouse on any area in the editor where there isn't a control (such as the Line 6 logo) and ALT-drag the tone to the Collection.

Unlike the bank view (which automatically loads any selection you make for editing), the collection allows you to audition your selection without directly loading it into the editor GUI. This means you can hear each tone in the collection by single clicking on them in turn, but your current edits will not be disturbed. If you actually want to replace the currently edited tone with one from the collection, simply double click on the tone you want to load.

There are a couple of rules governing the drag and drop operations that are possible between the Collection and the Editor GUI, and we'll get into them later on when we cover the Editor GUI in greater detail.

NOTE

You don't have to drag a collection item into the editor if you only want to audition it: When you click on the item Vyzex will automatically load it into PocketPOD's editing buffer for instant auditioning. If you decide you also want to edit any collection item in the editor GUI, simply double-click on it and it will load for editing and also be auditioned at the same time.

When you first install Vyzex PocketPOD, the Collection will be empty. Then as you add items to it from the Editor, the Collection will stores them sequentially, which means the newer entries will always be located closer to the bottom of the collection's listing: This allows you to archive multiple versions of the same item and not worry about which one is the most recent.

NOTE

The entire collection is stored as a single file on your hard drive called **Default.SQC**: If you ever want to archive the collection, this is the file to back up.

The Default.SQC file is located in the **\Psicraft\Vyzex PocketPOD\Line 6 PocketPOD** subfolder of your user documents folder (on both Windows and Mac).

What about the BAND and STYLE tones in my PocketPOD: How do I put these in the collection?

Since the collection is such a convenient place for you to keep useful tones, you may want to transfer any number of the preset tones from PocketPOD's **BAND** or **STYLE** banks to the collection. Here's how to do this:

1. Open the Collection View from the 'Options->Preferences' menu.
2. Chose 'File->Open' from the Vyzex PocketPOD application menu.
3. Select the '**Band.SQS**' file that was installed with the editor software – A Set will open that contains PocketPOD's entire selection of BAND banks.
4. Do NOT Sync the set to your PocketPOD when prompted by the 'Sync This Set?' Dialog.
5. Enter the BANK mode of the editor and select the tones you want in the bank editor.
6. Drag these tones into the Collection and release the mouse button.
7. Go back to **Step 2** and repeat with the '**Style.SQS**' file that was installed with the editor software.

NOTE

Mac Users - The **Band.SQS** and **Style.SQS** files are located in the '**Macintosh HD : Documents : Psicraft : Vyzex PocketPOD : Line 6 PocketPOD**' folder, where '**Macintosh HD**' is the name of your root OS hard disk.

This concludes the ***Vyzex PocketPOD Pilot's Guide PDF Manual***… It was pretty quick, wasn't it? Since this document is only an introduction, it's a good idea for you to also read the companion PDF manuals like the ***Vyzex PocketPOD Preference Guide*** and the ***Vyzex PocketPOD Troubleshooting Guide*** for a more complete view of how the editor operates. Just as with this PDF, these PDFs are also accessible from the program's ***Manuals*** pull down menu.

APPENDIX 1 : Manually Configuring Vyzex PocketPOD

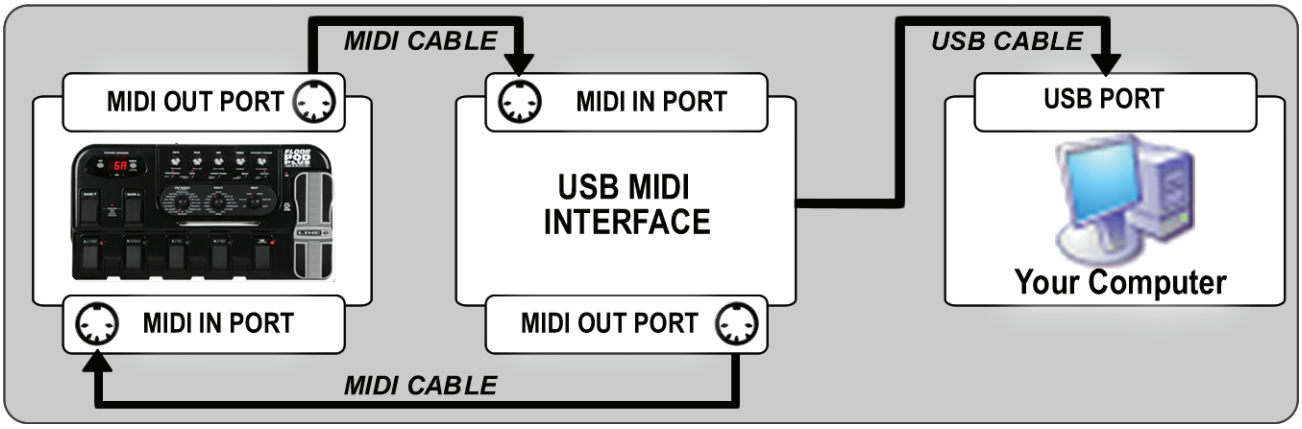
As was mentioned in part one of this pilot's guide, Vyzex PocketPOD automatically configures itself to use the correct MIDI ports and then uploads PocketPOD's user bank and channel buffer every time you launch the program. While this is the default setup for the program, you are free to reconfigure the program manually which may be more to your liking once you've mastered how it operates.

There are four basic options that are turned on in the program as defaults:

- Auto Load Sets: When checked, Vyzex loads a Set from PocketPOD each time the program is started.
- AutoSense on Program Execution: When checked, Vyzex automatically attempts to determine the MIDI ports and SysX communication channel that it uses every time the program is started. If this option is not checked then you must manually configure the settings using the Settings dialog.
- AutoLoad Temporary Elements when Create New Set: When checked, Vyzex loads a set from PocketPOD whenever a new file is created.
- Auto Save and Reload Session: When checked, Vyzex automatically saves the set on program exit and reloads this set the next time the program is run.

  NOTE: If the 'Auto Load Sets' option is also checked, the session reload will not take place – A new set will be loaded from PocketPOD instead.

Rather than just showing you what to uncheck, we're going to explain the background details, starting with ***Geek Facts 1 and 2*** from ***The Midiot's Guide to the Studio***:



Geek Fact #1: One USB Cable equals many MIDI Cables. By connecting a USB cable between a MIDI Interface and your computer you are actually connecting two virtual MIDI cables: One from PocketPOD's output to the computer's input and another from the computer's MIDI output to PocketPOD's input in one shot.

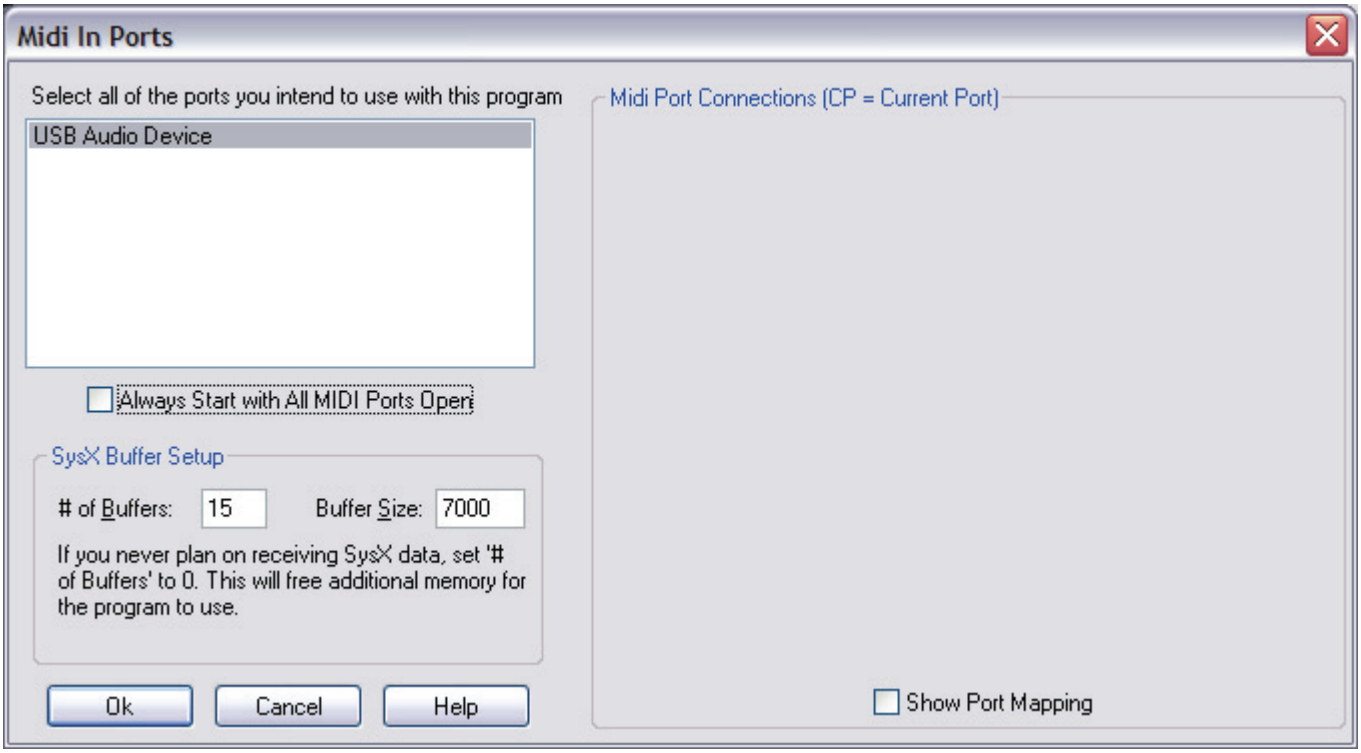
From your computer operating system's perspective, the virtual MIDI cable coming from your PocketPOD appears as a ***MIDI Input Port***, and a ***MIDI Output Port***. These ports will be available to any music software that supports MIDI, which includes sequencers, DAWS and of course the Vyzex PocketPOD editor program.

Geek Fact #2: Computers often have 'hidden' MIDI Ports. It's true. Even if you don't have other USB MIDI devices connected, your computer may have 'virtual' MIDI ports that address things like your Sound Card's game port or that cheesy onboard synthesizer chip that bad websites love to fire up unexpectedly. These MIDI ports will always be visible to music software as possible selections in addition to the ports that PocketPOD presents to your computer's operating system whenever the USB cable is plugged in, no matter your taste in web design.

We've related these two geek facts to prepare you for the fact that before you can use your PocketPOD with any piece of music software, you'll need to select one or more appropriate MIDI IN ports and MIDI Out ports within the software's configuration dialogs.

As was mentioned earlier, Vyzex PocketPOD is set by default to automatically do this chore for you when you first start using the editor, but after you become more proficient using your PocketPOD, you'll likely want to do more sophisticated things with it, and that's when the information in this section of the User's Guide is essential for you to know.

The Vyzex MIDI In Ports Dialog (MIDI->MIDI In Ports… Menu)



THE MIDI IN PORTS DIALOG ON WINDOWS XP (WITH A CLASS COMPLIANT MIDI PORT SHOWN)

The MIDI In Ports dialog is where you select the MIDI port(s) that you wish the editor to connect to. By default, the '**Always Start with All MIDI Ports Open**' option is checked because this allows the AutoSense routine to check every MIDI port that is available to your computer. If you have disabled AutoSense in the Vyzex preferences menu, you should uncheck this option to avoid conflicts with other music software installed on your computer that you may want to run simultaneous to the Vyzex editor.

It's important to understand that your computer operating system refers to these ports as ***MIDI IN*** ports purely from its own perspective, not from PocketPOD': This means that the MIDI IN Port called USB Audio Device is actually connected to the MIDI OUT port on PocketPOD, and the MIDI Out Port called USB Audio Device is actually connected to the MIDI IN port on PocketPOD. Don't worry – This is not as confusing as it sounds. Just remember that from the ***computer's*** perspective, these two ports are the input port that brings MIDI Data from PocketPOD and the output port that sends MIDI Data to PocketPOD.

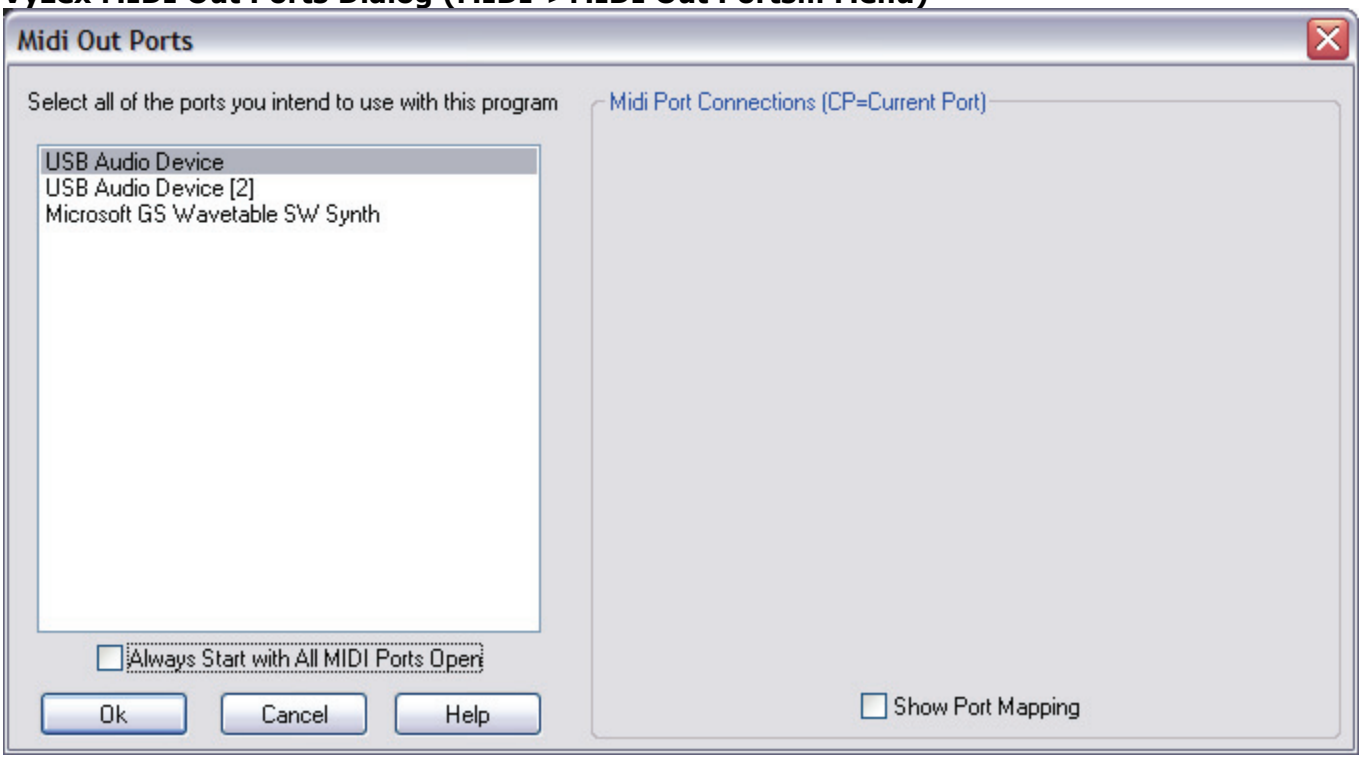
For basic editor operation, you only need to select each port used by PocketPOD. These will be labelled according to your particular MIDI interface's name unless you are using Windows XP and your MIDI interface is class compliant (which means it uses the built-in Windows USB MIDI driver). Windows XP labels its class compliant MIDI ports as the somewhat unfriendly '***USB Audio Device***' as shown above.

NOTE

Remember: These instructions only apply if you are manually configuring the Vyzex software! Otherwise you can leave everything as it was installed and the software should automatically reconfigure the MIDI In and MIDI Out ports whenever you run the program.

On Windows Vista and Mac OS X, the MIDI Port names are always considerably friendlier than Windows XP: On these operating systems you'll be able to tell your MIDI interface's MIDI ports from others that your system may have available. Simply click on the port to selected it and click on the OK button: Just remember that if you want the program to recall these selections every time it runs you'll also need to uncheck the 'Always Start with All MIDI Ports Open' option as well.

The Vyzex MIDI Out Ports Dialog (MIDI->MIDI Out Ports... Menu)



THE MIDI OUT PORTS DIALOG ON MAC OSX

NOTE

FOR WINDOWS XP

As explained previously, Windows XP refers to PocketPOD's MIDI In Port and MIDI Out Port as USB Audio Devices, which can get quite confusing, especially if you have more than one class-compliant USB MIDI device connected to your PC. In this situation the USB Audio Devices will be numbered, and (unfortunately) the ordering of each device's ports will differ from model to model, so be alert when you are trying to determine which one(s) to select.

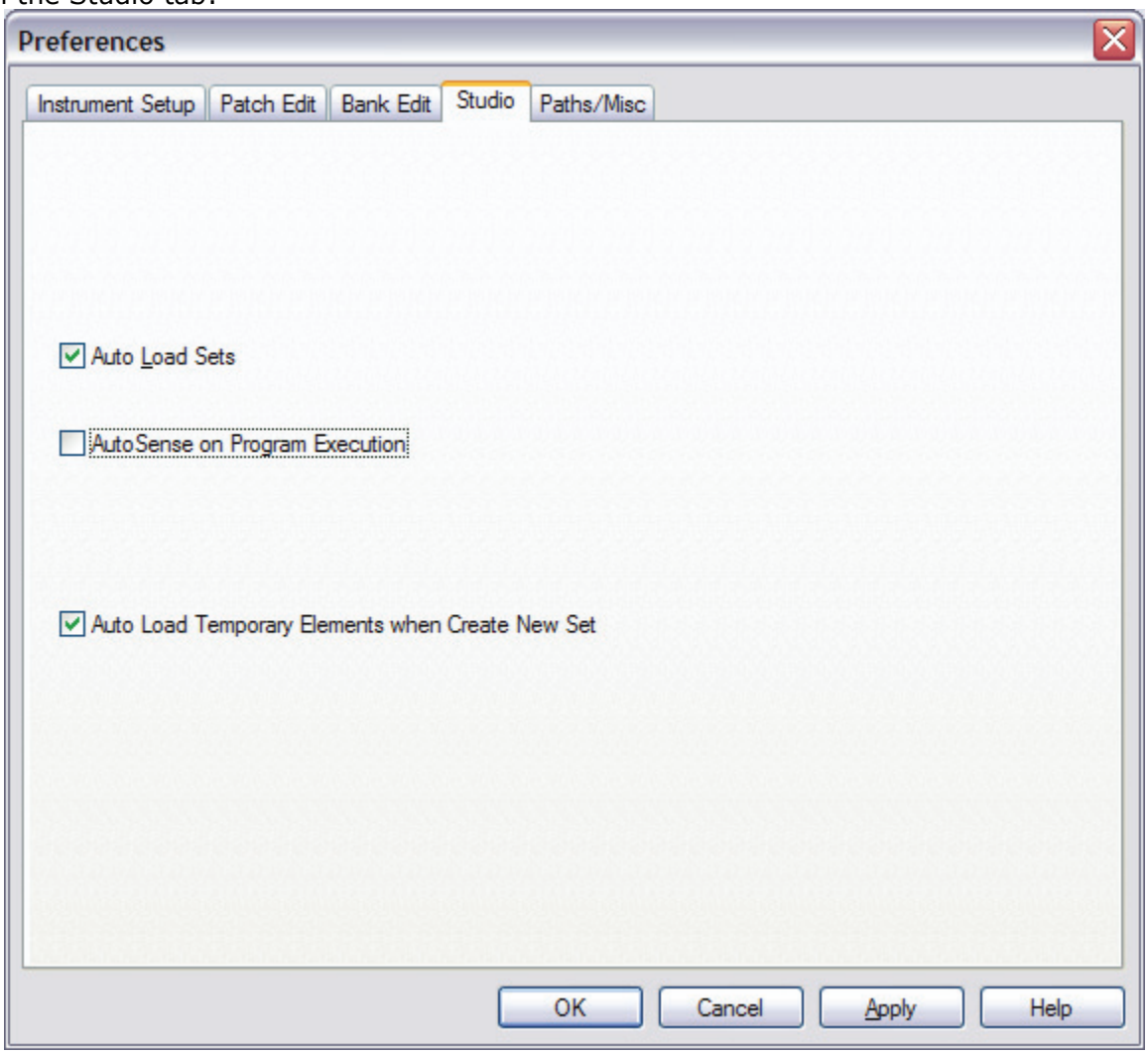
Additionally the MIDI Out Ports numbering order on Windows XP is often different than the MIDI In port numbering, so please keep this in mind when configuring the MIDI ports manually.

Multi-Client Driver Support
In the world of MIDI device drivers, multi-client operation is very desirable: Multi-client MIDI drivers can be opened and used by more than one software application at a time, allowing multiple programs to share attached MIDI devices. While Apple's OS X class-compliant MIDI drivers are multi-client, the equivalent Microsoft class-compliant MIDI drivers on Windows XP & Vista ***not*** multi-client: This means that you won't be able to use Vyzex to edit your PocketPOD while another program is accessing it (such as your favorite DAW or sequencer program).

NOTE
WINDOWS XP & VISTA

If you have the 'Always Start with All MIDI Ports Open' option checked for use with Vyzex's AutoSense features ***and*** you have other non-multi-client MIDI devices connected, this will cause conflicts with any other MIDI software you are running. In this situation, you should disable this option and configure Vyzex manually to work with your PocketPOD.

Disabling the Automatic MIDI Port Management (AutoSense) Feature
If you need to disable the AutoSense feature, the relevant program options can be found in the Preferences dialog within the Studio tab:



PREFERENCES DIALOG – STUDIO TAB (WINDOWS XP)

Simply uncheck the **AutoSense** option shown here and then uncheck the open the '**Always Start with All MIDI Ports Open**' option in both the MIDI IN Ports and MIDI Out Ports dialogs. After you have done this the Vyzex application will save any specific IN and OUT Port selection(s) you've made.